DECO CASSETTE SYSTEM™

DISCO NO.1©

WIN THE BEAUTY
OF THE HALL
FOR FUN AND EXCITEMENT
DANCE AT THE DISCO BALL

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PLAY GUIDE

- DANCE A SQUARE AROUND THE "DISCO CHARACTERS"

Good No Good X = Erased Line

The line is erased if it is touched by a "DISCODANCER" or if you make a mistake and cannot complete the box

- AVOID THE RUFFIANS – PUSH THE RED BUTTON TO FREEZE THEM only a limited number of times per game
- IF YOUR PLAYBOY TOUCHES THE WINE OR GLASSES HIS MOVEMENT WILL QUICKEN
- YOU CAN ESCAPE THROUGH THE WARP TUNNELS AT THE SIDES OF THE SCREEN – RETURNING FROM THE ENTRANCE OPPOSITE
- THE WITCH APPEARS WHEN PLAY HAS BEEN GOING ON FOR SOME TIME. SHE IS NOT TROUBLED BY THE RED BUTTON. IF SHE TOUCHES THE LINE YOUR PLAYBOY HAS DRAWN SHE WILL SPEED TO THE CHASE. AVOID HER BY TURNING OUT FROM YOUR SQUARE LIKE THIS

AND YOUR LINE WILL ERASE THUS CONFUSING HER **** AT THIS TIME BE READY BECAUSE NOW IS THE TIME TO TRAP HER ****

- YOUR PLAYBOY IS LOST IF HE IS CAUGHT BY THE WITCH OR THE RUFFIANS.

WINNING POINTS PER CHARACTER

Disco Girl	Beauty Queen	Ruffian	Witch
250	500	750	1000

The bigger the square the more points awarded.